

2016 – 2017 Publications, Exhibits, Performances and Film

Manoominike, Interactive Installation for permanent exhibit at Duluth Children's Museum. (Opened January 2017) Multiple video shoots in Motion and Media Across Disciplines Lab. Joellyn Rock worked in collaboration with media artist Elizabeth LaPensee, with input from indigenous artists and community members to create interactive exhibit on Ojibwe cultural theme of wild ricing. Creative team included Logan Sales (interactive code), Lyz Jaakola (silhouettes and sound) and Rob Hadaway (wigwam design and construction). The Manoominike installation was created with funds from Duluth Children's Museum project grants and additional support from staff in UMD's MMADlab (Dan Fitzpatrick and Lisa Fitzpatrick).

"Shakespeare in Motion," UMD Theatre / Dance Concert, Marshall Performing Arts Center, Duluth, Minnesota, United States, Experimental chromakey videos created in MMAD Lab by Joellyn Rock with UMD dancers, choreography by Rebecca Katz Harwood. October 2016

"Remixing Shakespeare," with Music by Low, Karpeles Manuscript Museum, Duluth, Minnesota, United States. Commissioned video projections in conjunction with Shakespeare First Folio exhibit, in cooperation with the Folger Shakespeare Library, UMD Library, and UMD Department of English. Joellyn Rock collaborated with dancer Rebecca Katz Harwood, artist Kathy McTavish, and MMADlab staff to create multimedia projections for live performance.. Multi-camera video shoots in Motion and Media Across Disciplines Lab. October 2016.

Project LULU shoot and edit. About people's stories who are recovering from cancer. Project Lulu is a nonprofit founded to cultivate creative expression by individuals and groups. Based in Duluth, Minnesota, we offer both internet resources and in-person workshops. 1/30/16

Community Action Duluth video shoots - March 2016

MMAD Lab Symposium. This one day symposium brings together artists, scientists and researchers from diverse backgrounds and the community to share their creative work with emerging media. Sponsored by University of Minnesota Duluth, Motion + Media Across Disciplines Lab. Featuring Keynote by Dave Beck "The Convergence of History & Environment through Games & Animation" and Elizabeth LaPensée, Indigenous Game Designer, Research for Indigenous Community Health Center. Research Topics to include: Motion Capture, Virtual Reality, Interactive Environments, and Video Production. 4/15/16

Cloquet High School video shoot and edit - 5/13/16

Emerging Filmmaker Project. Cinematography Workshop Fall 2015 (9/23/15), Film Sound Spring 2016 (2/24/16)

UMD IT Fair "Steps to the Future Powwow and Career Fair" Duluth and Northern Minnesota. 2013-2016